SOUL SACRIFICE

The story begins from the depths of despair.

The protagonist is a sacrificial slave, owned by a ruthless mage.

Facing inevitable death, a "book" appears before our hero.

The book, with the ability to think and speak, proclaims itself as "Librom".

It held a special power, allowing those who read it the ability to experience

what is written within.

Through the book, our hero will follow the past travels of a particular mage.

Whether those adventures will lead to any "hope" is yet unknown...

INSTRUCTION MANUAL

- Please refer to Starting the Game for details on saving your data. If you have save data from a DEMO version, you can import part of it to the full version of the game.

- The DEMO version is under development, and thus may encounter unforeseen errors that could prevent the game from operating correctly.

- The information presented in this manual is current as of the release date of the game. Subsequent updates may add to or alter certain aspects of the gameplay.

- The images depicted within this manual include those taken from the game while in-development. These may differ from the finalized version of the game.

ONLINE SERVICES USER AGREEMENT

In order to use any online services for Soul Sacrifice, the user must agree to the online services user agreement. For the most current user agreement, access the Librom Menu and go to "Network" ➡ "Communication Settings" ➡ "Online services user agreement" ➡ "Display user agreement".

Starting the Game

Press any button at the Title Screen to display the Title Menu. If you are starting a new game, select "NEW GAME". If you are loading a game from save data, select "CONTINUE". Choose your save data to proceed to the Dungeon Screen.

Dungeon Screen
You can touch the screen (touchscreen) to examine that location. Press ✕ to display the Librom Menu. Use the left stick to move, and tilt the PlayStation®Vita system or use the right stick to move the camera.

Saving your data

Once you complete a past experience you can choose to save your game. You can also save your game by accessing the Librom Menu and selecting "Log and Settings" ➡ "Save". When you choose to save, your data is saved to the memory card in your PlayStation®Vita system. (Saving game data requires at least 2048KB of free space)

- When you select "NEW GAME" from the Title Menu, you will choose a slot to save your data. If you do not have enough free space on your memory card, you will not be able to start a new game.

Librom

This menu will allow you to read the mage's journal to access his past experiences, or to converse with Librom. Once you progress further into the game, you can also select "Network" to play a multiplayer game or change your Communication Settings.

Log and settings

You can save your game and change settings for functions such as subtitles and camera controls.

Relive Past Experiences in the Journal

You will progress through the game by completing the past experiences from the journal.

Access the Librom Menu and select "Librom" ➡ "Read Journal" to proceed to the Journal Screen. On the first page, select the "Mad Chronicle" and then select a chapter. When you start to read a chapter, objectives will be displayed. Choose your objective and select "Yes" to continue to the stage. Select "Arm Yourself" and go to the "Portraiture" page to change your appearance and/or Offerings.

Completing Past Experiences

Once you start your game, defeat the enemies to achieve your objective and complete the past experience. After you complete the past experience, a score that reflects your fighting style is displayed along with any items you earned. Items will differ based on your score, and some are earned by accomplishing specific tasks in-game.

Select one of the following from the first page and turn to that page. You can turn the page by touching and dragging the screen (touchscreen), or using the right stick to move left or right. You can also use **L**/**R** to navigate chapters. To return to the first page, press the **SELECT** button.

• The further you advance into the game, the more pages you will be able to read.

Mad Chronicle	Enter a past experience. Select a story ➡ Select a chapter. Once you complete "The Sorcerer's Ordeal" you will be able to select other pages.
Portraiture	You can change your avatar's appearance and which Offerings you are carrying.
Lore	View information related to the game.
Postscript	View the last page of the journal.

Once you select a past experience to play, you will proceed to the game screen. Use magic to fight your enemies in order to beat the stage.

Life LV [blue]/Magic LV [red]

When each gauge fills up, your LV (level) will increase.

Life Gauge

This represents your health. If the gauge becomes empty, you will be in critical condition.

Black Rite Icon

Displayed when your health gauge decreases. Touch and hold the gauge to cast a Black Rite.

Usable magic

Use ⊙/◉/△ to use this spell. Toggle your Offering by pressing ⓡ.

Using Magic ⊙ / △ / ▣

Press ⊙/△/▣ to use your selected Offering to cast magic. Depending on the spell, you will be able to perform special actions once the spell is active. Use the control display at the bottom right of the screen as a guide. The Offering you selected will determine the number of times that you can cast your spell, and continuing to do so will eventually exhaust all of the power from the item.

- When "HOLD" is displayed, make sure to hold the button you are pressing.
- Examining certain areas or Sacrificing enemies can recharge the number of times that you can cast a spell.
- For ways to repair Offerings that have lost power, refer to Portraiture (2).

△ / △ (hold) / R

The Offering you selected will determine the number of times that you can cast your spell, and continuing to do so will eventually exhaust all of the power from the item.

Black Rites
As you progress through the game, you will gain access to powerful spells known as Black Rites. When your health gauge is low, the Black Rite icon will appear. If you touch and hold the icon, you will activate the Black Rite. Use the control display at the bottom right of the screen as a guide once the spell is active. Black Rites are powerful, but you may place yourself at a disadvantage once the spell wears off.

Save and Sacrifice   Hold ⓛ / Hold ⓡ

When you defeat an enemy, it will be in critical condition. You can approach it and decide to either Save it or Sacrifice it, each with differing consequences. If you wish to Save it, press ⓛ . If you wish to Sacrifice it, press ⓡ . You can perform both actions by approaching an ally in critical condition as well. If you decide to Save, you will share a portion of your health with the enemy or ally in order to help them recover. If you choose to Sacrifice, you will gain access to a powerful spell.

- If you Sacrifice an ally, they will die, and you will not be able to include them in your future parties until you use Lacrima to rewrite that event. Saving and Sacrificing will also affect the trust that your allies have in you. If you make decisions to lose their trust, they will be reluctant to join your party.

Save Saving will recover a bit of health and fill your Life LV gauge. Once the gauge is full, you will gain a Life LV.

Sacrifice Sacrificing will recharge the number of times you can use a spell, and fill your Magic LV gauge. Once the gauge is full, you will gain a magic LV.

Life LV and Magic LV
When your Life LV increases, your defensive stats, health gained from healing magic, and the amount of health recovered when Saving will increase. When your magic LV increases, your offensive stats and the number of times you may use an Offering when Sacrificing an enemy will increase.

If your health gauge is empty

If your health gauge is empty, you will be in critical condition. You will fall to the ground and be unable to move. If you do not have any allies, you will fail your objective and be returned to the Journal Screen. If you have allies, the following menu will be displayed.

Sacrifice Me   If your allies Sacrifice you, a powerful spell can be activated. Afterwards, you will become a soul.

Choose Death   If you choose death, you will become a soul.

Save Me   You will call out to your allies, and they will give you some of their health.

Past Experiences Menu
Press the (SELECT) button in-game to display the Past Experiences Menu. You can check the name of the experience you are currently playing and the objective you have, end the past experience, or change your option settings.

Mind's Eye ▼ button

Press the ▼ button to activate your mind's eye. This will color-coordinate things such as enemy health, areas you should examine, and places where items may be hidden. You cannot use magic, Save or Sacrifice, or examine anything while activating your mind's eye. Press the ▼ button again to stop using your mind's eye.

•	Green, yellow, orange, red, purple, white :	Your allies and enemies. The color will reflect their health level, where green (healthy) > yellow > red (no health). Purple indicates that a low-level enemy is in critical condition, while white indicates that an ally is in critical condition.
•	Red :	This indicates a cursed area of an enemy. Attack and destroy this spot to cause the enemy to recoil. You will also gain an additional reward once you complete the stage.
•	White :	These locations allow you to recharge your magic usage and produce weapons or armor.
•	Blue :	You can find "Soul Shards" and "Life Shards" at these locations.

Dodge/Sprint, Whistle/Examine ....⊗/Hold ⊗

Press ⊗ while moving to dodge, or hold ⊗ to sprint. Press ⊗ while stationary to whistle and summon allies. In certain places, you can examine your surroundings by holding ⊗. You can find these locations by activating your mind's eye.

You can customize the appearance, name, and Offerings of your avatar. Select what you wish to change to continue to the various customization menus. As you progress through the game, you will be able to customize allies, the condition of your right arm, and your Black Rites as well.

Appearance

Change player's gender, head, raiment, or voice.

Allies

You will choose the allies (up to two) that accompany you when selecting "Avalon Pacts". You can see detailed stats of your allies, and rewrite past history of Sacrifices.

Player Name

Change player's name.

Right Arm

Add Sigils to your right arm.

Lacrima

Displays the number of Lacrima you have.

Offerings

Select which set of Offerings you wish to use.

Black Rites

Select your Black Rite. Once you've used it, you can use Lacrima to erase any negative effects from the spell. After doing so, you will be able to cast the spell again.

Select your Offerings

The magic you can use will differ depending on the items selected. Press 🆁 to create a set of Offerings or to select a set that you have previously created. You can also press the START button to search for items in the detailed search menu. Press the SELECT button to test the currently selected set in-game. (Not applicable for multiplayer)

Options when selecting Offerings

⊙, △, ▣ will each assign a set. These Offerings have been assigned to a set.

Details of selected Offerings

Offerings you possess

Use the right stick to display items by type.

Recharging an Offering

If your magic uses all of the power held by the Offerings, that item will lose its power. You can use Lacrima to recharge a spent item. If you wish to recharge an item, select it and press △.
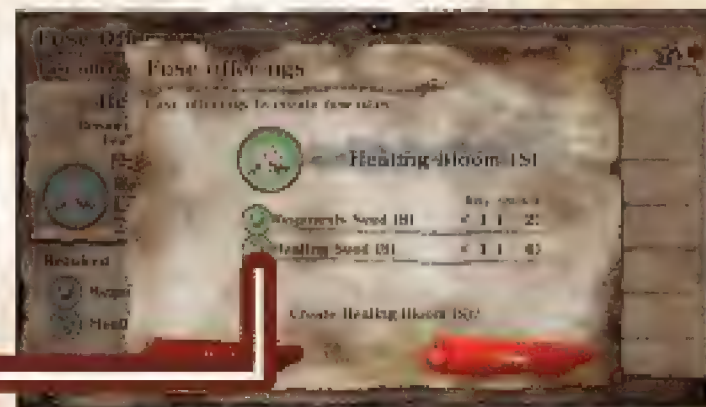
Upgrading Offerings

If you have duplicate items, you can combine them to make them more powerful. Select the Offering you wish to improve and press Ⓐ. Once upgraded, you will be able to use that item to cast a spell more often.

Upgraded items will be assigned stars (⭐) indicating their strength.

Fuse Offerings

Fuse multiple items to create a new item. Press Ⓛ at the item selection menu to display the screen shown to the right. After selecting the item you wish to create, select "Fuse."

Required Items

The items required to create the item you have selected, and the number of that item that you currently own.

Your Right Arm

You can carve Sigils into your right arm to change abilities, or to lower (reset) your Life LV and Magic LV to redistribute their points.

Carve Sigils

If you select "Carve Sigils" you will carve Sigils into various parts of your right arm. Select the area where you wish to carve Sigils, and select the type of Sigils.

Press ▲ to see the effect of the selected Sigils, or press ● to deselect the Sigils you have chosen. Press the START button to display the soul/energy menu. Press the START button within the Sigils Selection Menu to search for Sigils in the detailed search menu.

LV Redistribution

As you progress through the game, you will be able to lower (reset) your Life LV and Magic LV to redistribute their points. The sum of your Life LV and Magic LV is capped at LV 100.

Effects of Lacrima

You can use Lacrima for the following purposes. Start at the "Portraiture" page and access various other pages to use Lacrima.

- Change Player's names
- Recharge a Offering
- Erase effects from a Black Rite
- Rewrite past Sacrifices or loss of trust
- Adjust LVs of your right arm

How to obtain Lacrima

You can see how much Lacrima you have in the Librom Menu. If you have collected a significant enough amount, Librom will speak to you. You may then touch Librom's face to obtain Lacrima.

Select "Network" from the Librom Menu to connect to the PlayStation®Network or use Ad Hoc mode to connect up to four players to a multiplayer game.

Before Starting Multiplayer

- For details regarding required hardware and connections, please consult the PlayStation®Vita user manual. (http://manuals.playstation.net/document/) If you cannot connect to the network, follow the steps described in the manual to run a connection test.

- If your connection test is successful but you still cannot connect to the network, the online network for the game may be interrupted or disabled. You can confirm the network's status by accessing the official PlayStation® website. (http://us.playstation.com/)

- When playing online, your PlayStation®Network online ID will be used and displayed as your player name.

Warnings for Ad Hoc mode

1. From the home screen, go to "Options" ➡ "Airplane Mode" and turn it off. Do not turn the function on until your multiplayer game is complete. If you are aboard an aircraft or in another situation that forbids wireless electronic devices, please turn "Airplane Mode" on.

2. From the home screen, go to "Options" ➡ "Network" ➡ "Wi-Fi Settings" ➡ "Ad Hoc mode channels" and set all options to "Automatic". If you cannot connect with the options set to "Automatic", make sure that all players have selected the same channel. (1ch/6ch/11ch)

3. Make sure all PlayStation®Vita systems involved in Ad Hoc mode are within 30 feet of each other.

Multiplayer

Select your connection method and start a multiplayer game. If you wish to view a player's info, select "Sorcerer Stats". Once you have selected a connection method, you can create a room as the host and gather participants, or join another game as a guest. Make your choice from the following menu. For this guide, we will assume that you are connected via the internet. Internet play is exclusive to players connected over Wi-Fi connections.

Create a Room	You will create a room as the host, and gather other players to join.
Room Search	Select room names or settings and search for a room that fits your criteria. You can set the room name as well as a password to join the room.
Quick Join	You can only select this if your quick join Communication Settings are set to "Internet connection". You will join a room without setting any criteria.

Connection Settings

Configure group settings for ad hoc mode and choose whether or not to submit your gameplay statistics.

Room Menu

You will access the Room Menu by creating or joining a room. Press ⬛ to chat within the room. Press 🄵 to see the chat information. Once all players have selected "Ready" and the host selects "Start", you will proceed to the Game Screen.

Room Settings

Player Name and Connection Status

By selecting a player, you can see what Offerings they have chosen.

Life LV and Magic LV

Ready/Start

Read Lore

View various topics of information regarding the game.

Arm Yourself

Move to "Portraiture" page.

Select Past Experience

Only the host can select this. You will choose the past experience you wish to play.

Game Screen in Multiplayer

If you slide the tab found at the bottom right of the screen (touchscreen) to the left, you can chat with the other players in your game. Press ◎ / ✕ / △ / ▢ to chat. Voice messages can be toggled with Ⓛ or Ⓡ.

Voice Message

You can slide this window to the right or touch an area outside of the window to close it.

Becoming a Soul

If you are Sacrificed, or if you have chosen death, you can still participate in the game as a Soul.
You can touch other players to boost their offensive stats, or touch enemies to lower their defensive stats.
- In single player mode, you can touch your allies to boost their offensive stats.

L button

► button
▲ button
◄ button
▼ button

L left stick

PS button

R button

◻ button
△ button
◯ button
✕ button

R right stick

START button

SELECT button

INSTRUCTION MANUAL

Controls

The text in red refers to controls used at the Game Screen. For the Menu and Journal Screens you can touch the screen (touchscreen) to select items. In the Journal Screen, you can also drag to turn the page.

Center Camera L

(Hold) Lock on to target L

Turn the page to the previous chapter... L

Activate your mind's eye.. ▼ button

Select chapter .... ▶ ▲ ◀ ▼ buttons / Left stick

Move.. Left stick

Use Black Rite .... Touch and hold the Black Rite icon

Offerings Selection Screen,
Party Selection Screen, Sigil Selection Screen .... START

Skip movie .... START

Return to the first page .... SELECT

Display detailed information .... SELECT

Display past experiences menu .... SELECT

Move camera ....Right stick

Turn the page .... Right stick ← →

Dodge .... ⊗ (While moving)

Sprint.. (Hold) ⊗ (While moving)

Whistle..⊗ (While stopped)

Examine .... (Hold) ⊗ (While stopped)

Brace ....⊗

Cancel ....◉

Activate magic ....◉▲■

Brace ....◉▲■

Select/Confirm..⊗

Toggle Offering sets ....Ⓡ

Turn the page to the next chapter ....Ⓡ

For more information on this game please visit www.playstation.com

PlayStation.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:
• dizziness • eye or muscle twitches • disorientation • any involuntary movement
• altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

• Use in a well-lit area and keep as far away as possible from the screen.

• Avoid prolonged use of the PlayStation®Vita system. Take a 15-minute break during each hour of play.

• Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

GAME CARD NOTICE – PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received, including interference
   that may cause undesired operation

- This equipment has been tested and found to comply with the limits for a Class B digital device,
  pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against
  harmful interference in a residential installation. This equipment generates, uses, and can radiate radio
  frequency energy and, if not installed and used in accordance with the instructions, may cause harmful
  interference to radio communications.

GAME CARD NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

  - Reorient or relocate the receiving antenna.
  - Increase the separation between the equipment and receiver.
  - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
  - Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

1-800-345-7669

Call this number for technical support, installation or general questions regarding the PS Vita system and its peripherals.

Representatives are available Monday – Saturday 6am– 8pm and Sunday 7am – 6:30 pm Pacific Standard Time.

DynaFont developed by DynaComware.

This software uses fonts which were created under license from FONTWORK Inc. to fit the software design.

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